



PlayStation

NTSC U/C

PlayStation®

ARMY MEN 3D

REAL COMBAT.
PLASTIC MEN.™



CONTENT RATED BY
ESRB

SLUS-00491
PMN-5004-151

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

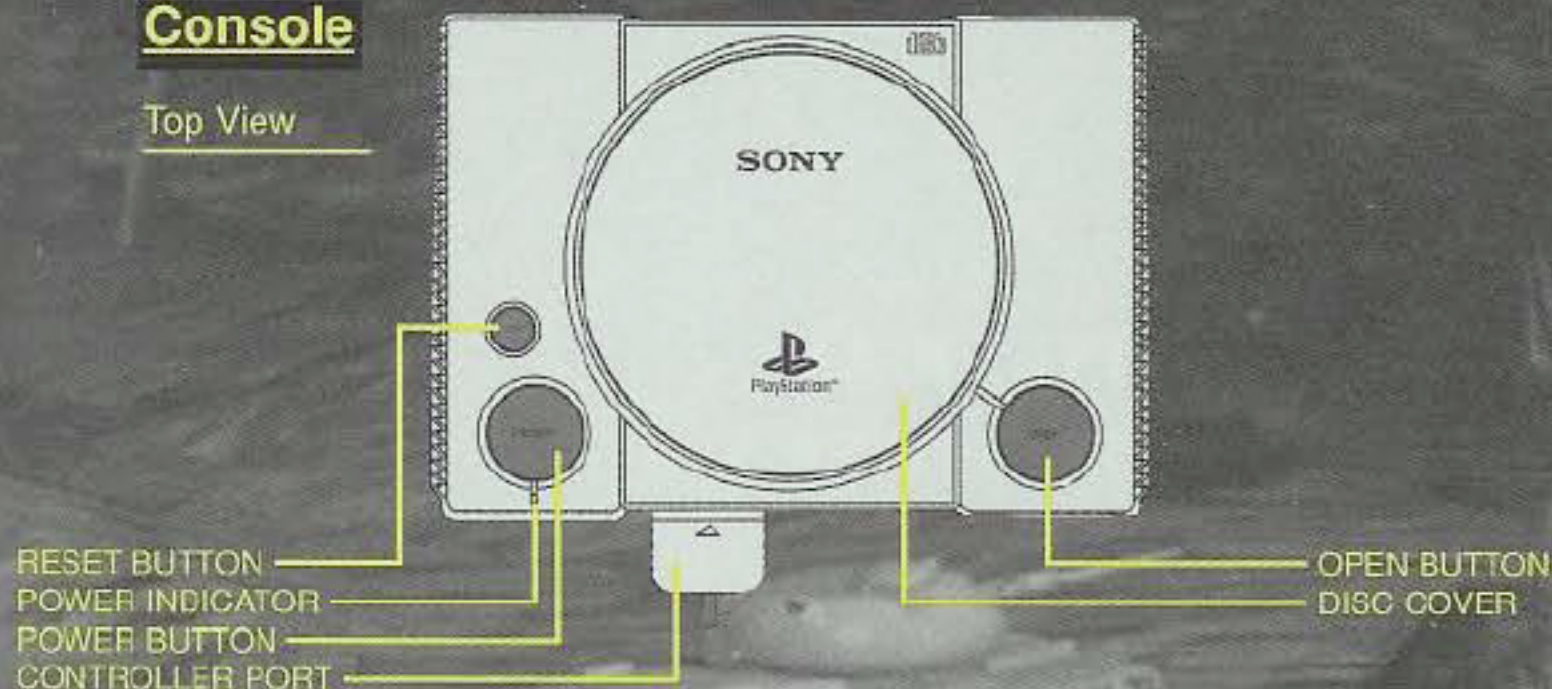
SETUP	2
IT'S NOT EASY BEING GREEN	4
ARMY MEN™ 3D CONTROLLER SCHEME	6
CONTROL NOTES	7
GAMEPLAY NOTES	8
MENU SYSTEM	9
BATTLEFIELD STRATEGY	13
UNITS	15
VEHICLES	18
POWERUPS	20

SETUP

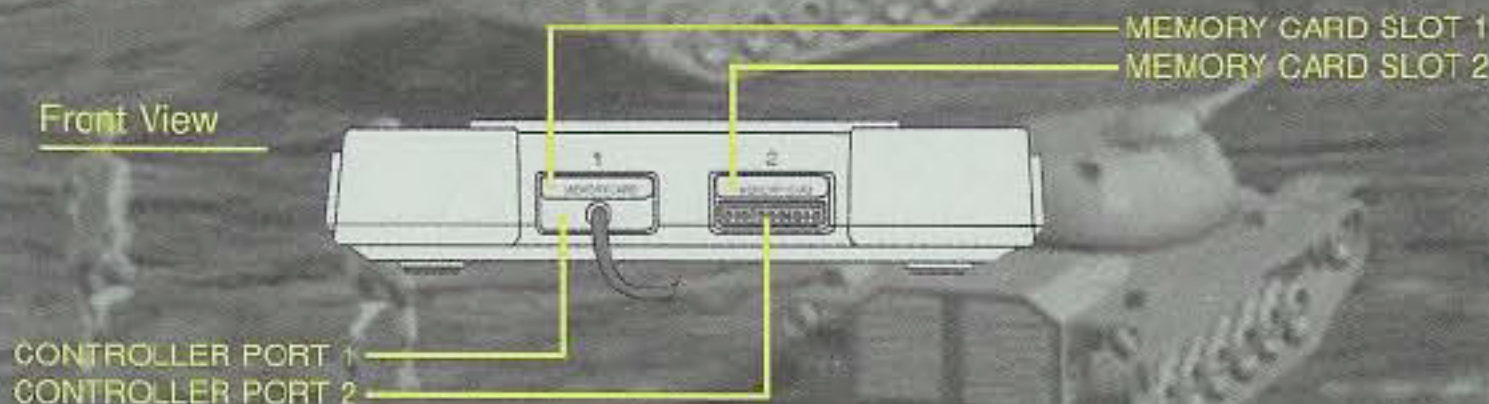
Set up your PlayStation® console according to the instructions in the instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Army Men 3D disc and close the disc cover. Insert Controllers and turn on the PlayStation console. Follow the on-screen instructions to start a game. If you wish to load or save information during play, insert a Memory Card, with at least 1 free Memory Card block, in Memory Card slot 1. It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned ON.

Console

Top View



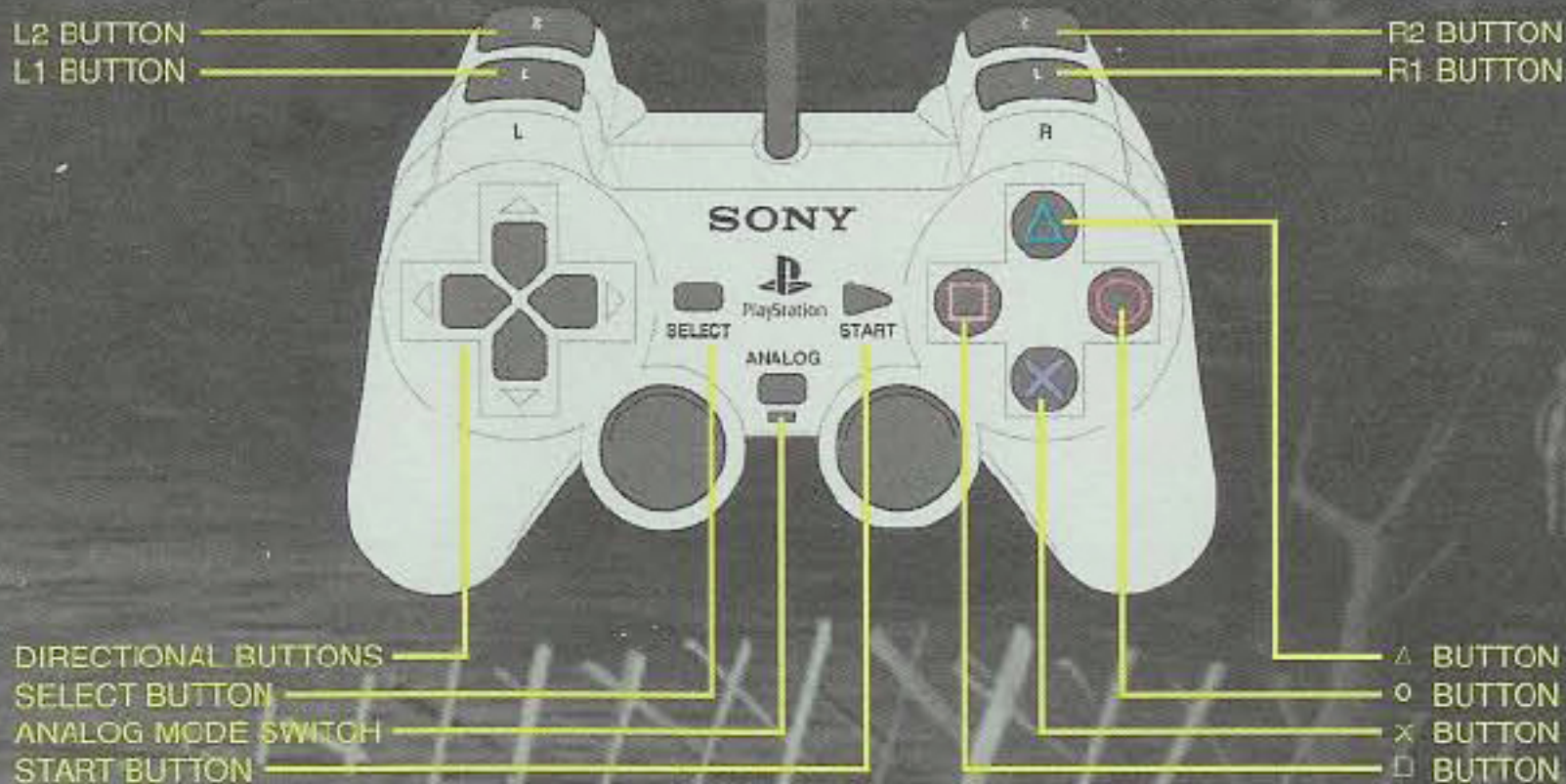
Front View



SETUP

Controller

(DUAL SHOCK™ Analog Controller shown)



IT'S NOT EASY BEING GREEN

The wind blew cold around the newest member of the squad. He hadn't heard Sarge come up behind him, and he nearly jumped out of his green plastic boots when Sarge tapped him on the shoulder. "Jump away from the fire if you're gonna jump, kid," growled Sarge. A long silence fell between the recruit and the grizzled sergeant. Sounds from the enemy camps in the distance swirled in on the clammy breeze.



"I...I don't like to say it, Sarge," said the recruit in a shaky voice, "but I'm afraid."

"Son," Sarge said, "anybody who tells you they're not afraid before a battle is either a fool or a liar. You're lucky, kid. You don't know the real meaning of fear."

The kid thought a long moment, then said, "It means you're scared, don't it?"

"You might want to take me a little less literally, private," said Sarge.

"I always wondered, Sarge. What makes the other armies so evil? Especially the Tans?"

"It isn't that they're evil, kid," said Sarge, "just because they want to conquer everybody else and steal everything they have. I think they just don't know any better. It's a tragic flaw in their character that's

IT'S NOT EASY BEING GREEN (CONT)

beyond their control. That's why they're better off being dead.

"But it isn't just Tans we're up against," Sarge continued, "although they're the strongest and most aggressive. It's the Grays and Blues, too. The Grays are a bunch of hit-and-run guerrillas; when I was little, my dad used to scare me at night by telling me stories about the Grays. You don't have to like the Grays, but you gotta respect them.

"The Blues, on the other hand, are stinkin' cowards. They make better sneaks than they do soldiers. They're more likely to ambush you than shoot you in open combat. The Tans put up with the Blues because they can use them as couriers, saboteurs, and spies."

"They're so many of them, Sarge," the kid said. "Their three armies against our one. We don't stand a chance, Sarge! We're as good as dead! Dead, I tell you!"

"They aren't supermen, kid," growled Sarge. "They aren't even unbreakable. They melt just like everybody else. Remember, they don't cooperate with each other, at least not for long. It isn't us against them; it's us against them against them against them."

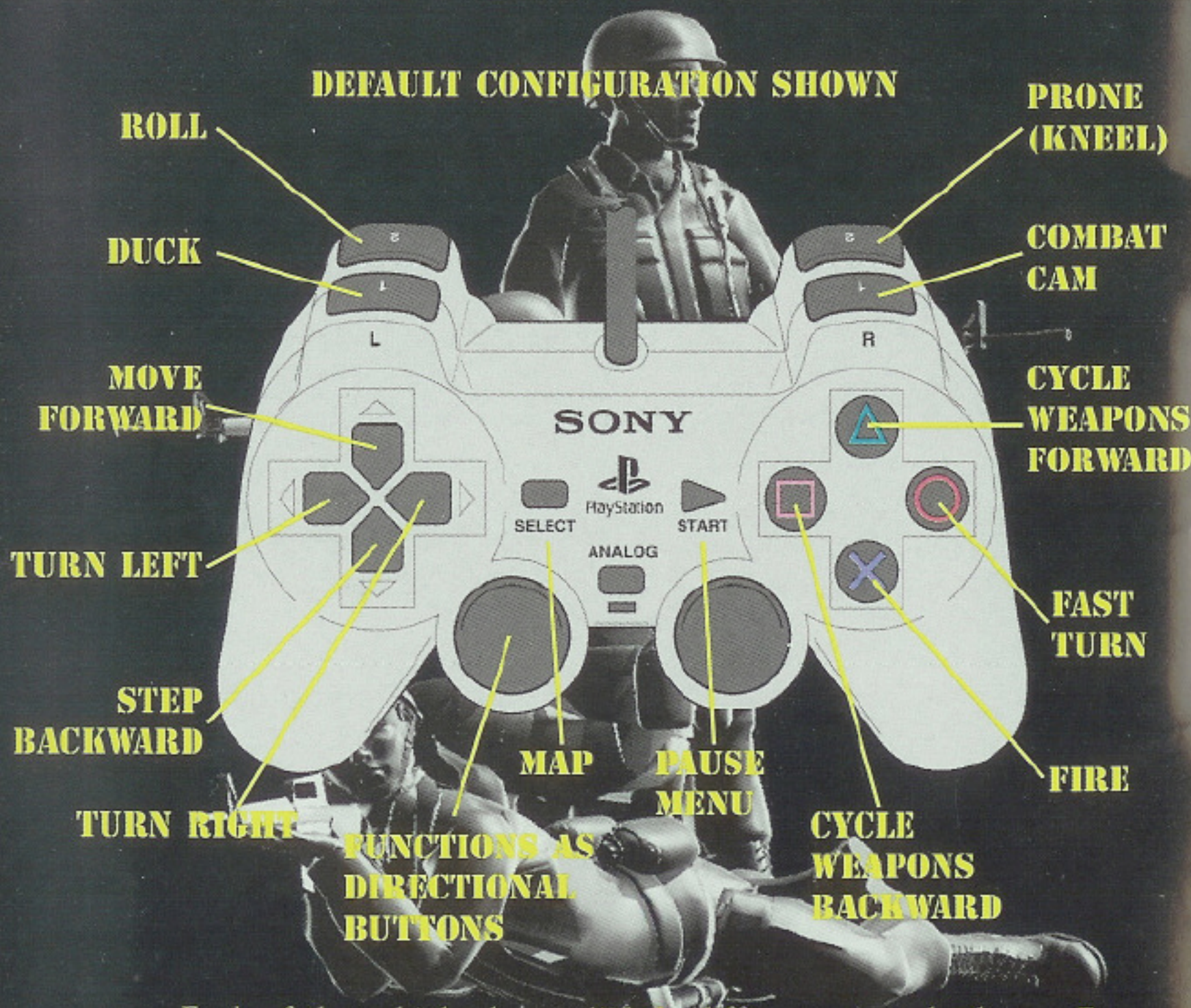
But Sarge wasn't telling the private the whole truth, and it made him sick to his stomach to lie. Sarge couldn't hold it back any longer.

"There's more to it than I told you, kid. We're on this mission to look for something--something powerful. No one knows exactly what it is. It's some powerful mumbo-jumbo, that's all I really know; and we can't let the Tans get to it first. There's no telling what they'd do."

The kid fell into a deep contemplation again. "I think," he said, "they'd probably do something bad with it."

"You're catching on, kid," said Sarge. "We'll make a plastic soldier out of you yet."

ARMY MEN 3D CONTROLLER SCHEME



Each of the vehicles has a slightly different control scheme. For details on vehicle controls, please see the section titled, "Vehicles", on page 18.

CONTROL NOTES

There are three preset controller configurations. Play around with them to determine the one with which you're most comfortable. The following applies to the default configuration (Config 1).

To **Roll**, press the **L2 button** + **directional button Left/Right**. You can roll from any position—standing, kneeling, or prone.

To go **Prone**, press **R2 button** + **directional button Up**.

To **Kneel**, press the **R2 button** + **directional button Down**. You can press the **R2 button** + **directional button Down** again to go prone.

To use the **Combat Cam**, press the **R1 button** + **directional button Left/Right** to get a zoomed-in view of the area ahead of you. This is particularly useful when Sarge has his back against a wall or large object. Note that in Combat Cam view, Sarge will only walk—not run.

To **Duck**, press the **L1 button**. This causes Sarge to duck his head down to shoulder level, giving him additional cover. This maneuver can only be done while Sarge is standing or kneeling. Sarge cannot move forward or backward while he is ducking, but he can roll.


Press **Fast Turn** (the **○ button**) + **directional button Left/Right** to turn Sarge rapidly.

GAMEPLAY NOTES

When you start a new game or complete a mission, Army Men 3D will search for a Memory Card in Memory Card slot 1. If it finds one with an open Memory Card block, the game will be automatically saved. If a Memory Card is not detected, the game halts and asks you to either Rescan or Continue without Saving. If the Memory Card is full, the game prompts you to Delete a block from the Memory Card.

If you press the START button within the game, the Pause Menu pops up. You can review the Mission Briefing, change audio options, or quit the game you are currently playing. When you select Quit, you get a Yes/No choice (in case you accidentally selected Quit). Holding down the SELECT button and then holding down the START button for two seconds returns you to the title screen.

The strategic map (SELECT button) is useful for a global overview of the mission and your relative position. The items listed on the strategic map are not objectives; they are merely informational.

You will occasionally find troops in need of command, and the Order Squad icon will appear in your inventory. When you use the inventory item, a pop-up menu appears; choose either Follow Me or Defend using the directional buttons Up/Down and the  button.

Bootcamp offers the opportunity to get comfortable with Sarge's abilities, as well as a chance to test drive all the vehicles. It is highly recommended that you take advantage of this training.



MENU SYSTEM

Use the directional buttons Up/Down to highlight selections, and the **X** button to select. To return to the previous screen, press the **△** button.

MAIN MENU



BOOTCAMP - Training mission to familiarize yourself with the controls and elements within the game. Bootcamp is highly recommended for new players.

NEW GAME - Starts a new campaign game.

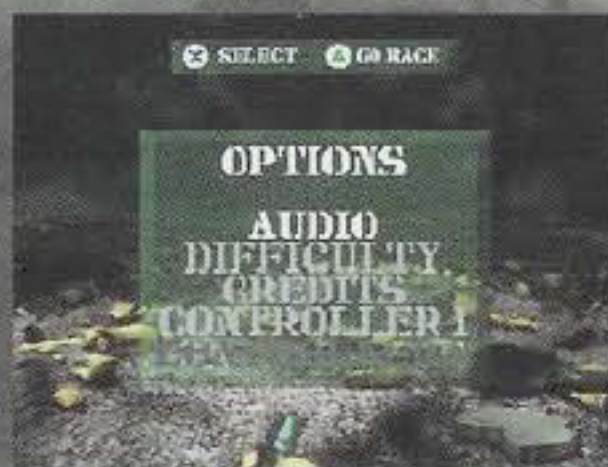
OPTIONS - Takes you to the Options Menu, where you can change game details. See the subsection, "Options Menu", on page 10, for a description.

2 PLAYERS - Begins a 2-player game. See pages 11-12 below for a description.

LOAD GAME - Load a saved game from a Memory Card.

MENU SYSTEM (CONT)

OPTIONS MENU



AUDIO - Change sound and music volume, and stereo or mono mode. Make changes by highlighting a selection and using the directional buttons Left/Right.

DIFFICULTY - Select Easy, Normal, or Hard.

CREDITS - Find out who worked on this great game!

CONTROLLER 1 - Change configuration, calibration*, and vibration options for the Controller plugged into Controller port 1. A Controller must be plugged into Controller port 1!

CONTROLLER 2 - Change configuration, calibration*, and vibration options for the Controller plugged into Controller port 2 (if any).

*-Analog Controller only.

MENU SYSTEM (CONT)

2 PLAYER GAME MENU



NEW GAME - Begins a new game of Capture the Flag, Green army vs. Tan army. The object is to infiltrate the enemy's base, take their flag (by simply running into their flagpole), and return their flag to your own flagpole. You will be taken through the following sequence of menu screens.

CHOOSE MAP - Select the type of terrain you wish to play on.

PLACE UNITS - Each player places his or her units on the map. How to do this is described on the next page.





LOAD GAME - Loads a saved game from a Memory Card.

***Note that the map named "Santa Plastico" is a Quickstart map. There will be no setup screen; you will be taken directly to the game itself.

MENU SYSTEM (CONT)

PLACING UNITS IN A 2 PLAYER GAME









A list of available units will appear on the left side of the screen, and an orange bounding box will appear in the center of the screen. Select the unit type you'd like to place using the  and  buttons. Move around the map using the directional buttons. When you want to place a unit, you must decide between placing the unit to attack or defend. If it is a defense unit, it will stay put. If it is an attack unit, it will chase the enemy when the enemy has been spotted by the unit. To place a unit on defense, press the  button. To place a unit on attack, press the  button. Note that units cannot be placed in the red areas. When all units have been placed, the game starts automatically.

BATTLEFIELD STRATEGY

- You should watch the entire mission briefing at the beginning of each scenario in order to fully understand Sarge's orders.
- Use the strategic map! Not only will it show Sarge's current position, but it also includes visual information about his objectives.
- Like any real-life combat situation, Army Men 3D is all about strategy, with brief periods of intense battle. Always remember that death comes easily, and can lie around the next corner.
- Learn how to use cover to optimize Sarge's chances for success.
- Use the Combat Cam function to survey the terrain in a slightly magnified view.
- Rolling lets Sarge pop into and out of cover and snipe enemies easily without being too exposed.
- Learn how to do a running dive into prone position. This will further enhance Sarge's ability to use cover effectively.
- Mission briefings, maps, & recons are the successful soldier's friend.
- If all else fails, shoot something. It may not help, but you'll feel better.

BATTLEFIELD STRATEGY (CONT)

- ⦿ Not all weapons function in the same way. For direct-fire weapons, such as the bazooka and auto-rifle, firing them requires little thought: just aim and shoot. Indirect-fire weapons such as mortars and grenades, however, require a bit of skill to use. When you are getting ready to use one of these, pressing and holding the  button will cause a targeting box to appear on the ground. This box will move toward and away from Sarge, showing you the range of the weapon. Releasing the  button causes Sarge to use the weapon. You can change Sarge's facing to line up your shot by using the directional buttons Left/Right. Note that when you press the  button while you have an indirect-fire weapon selected, you can cancel your shot by rolling your thumb onto either the  or  button and releasing the  button.
- ⦿ Generally, Sarge has exceptional aim with his rifle. Usually he can pick off an enemy that is in his sights. There are, however, some situations where Sarge's stance can affect his ability to hit his targets. Having to shoot at an enemy above him is not easy if Sarge is lying prone, for instance. Whenever an enemy soldier is prone or kneeling, the enemy soldier's accuracy is greater than if he is standing; this positioning affects Sarge's skill, as well. Understanding how terrain and stance affect Sarge's skill cannot be overemphasized. Learning these skills is best done while in Bootcamp, where Sarge won't be killed by live fire. Familiarizing yourself with the *Combat Cam*, *Prone*, and *Duck* commands in training will also help.

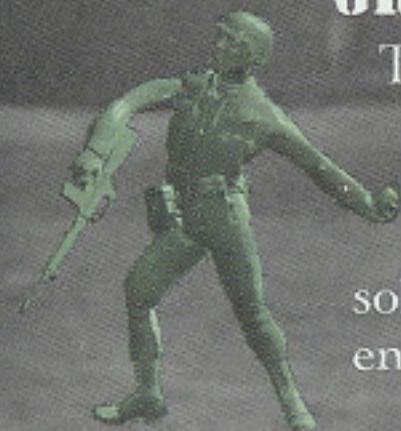
UNITS

RIFLE MAN



The Rifle Man is adept with his weapon, and can be called on in most situations to take down enemies almost to the limits of his visual range.

GRENADIER



The Grenadier is an agent of localized mass destruction. Although his offensive actions are somewhat slower than those of a Rifle Man, he can destroy a full complement of oncoming soldiers with one shot. His abilities are best against entrenched opponents.

UNITS (CONT)

BAZOOKA MAN



The Bazooka Man wields tremendous, though localized, firepower. Although some time is required to reload his weapon after firing, he is fully capable of destroying most vehicles in only a couple of shots.

MORTAR MAN



Equipped with a highly destructive transportable weapon, the Mortar Man is nevertheless hampered by his weapon's long reload time. Mortars should be used only against entrenched or stationary targets.

UNITS (CONT)

FLAMETHROWER






This highly capable soldier will light up the night. His weapon fires a stream of volatile solution which is ignited at the exit point of the barrel. Care must be taken when deciding to use this weapon, as all plastic (including Sarge's) is vulnerable to flame.

MINESWEEPER



When you see a Minesweeper at work, be glad. Although it can take some time to neutralize a minefield, a single mine can often debilitate an entire group of soldiers, blowing bits of plastic everywhere.


VEHICLES

Vehicles have a slightly different control scheme than Sarge. Directional buttons steer; otherwise, if a button is not listed, the button does not function. To enter a vehicle, simply run into it. To leave a vehicle, press the , , or  button.

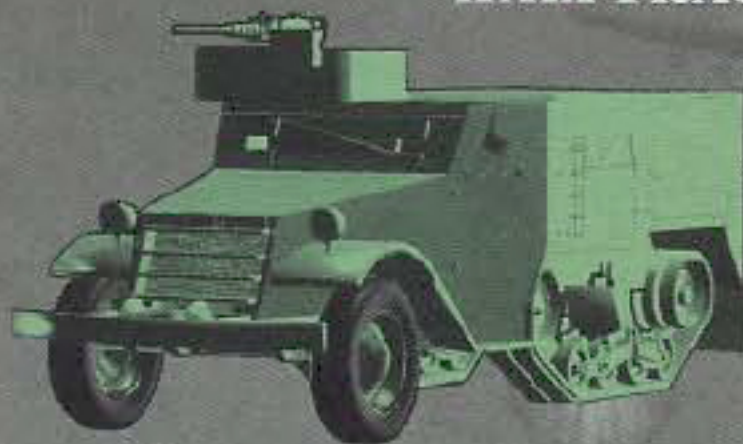
JEEP




Your basic all-terrain vehicle, complete with machine gun.

L2 button	Rotate Gun Left
R2 button	Rotate Gun Right
R1 button	Combat Cam
 button	Fire Gun

HALFTRACK



The Halftrack can carry four men and has a mounted machine gun.

L2 button	Rotate Gun Left
R2 button	Rotate Gun Right
R1 button	Combat Cam
 button	Fire Gun

VEHICLES (CONT)

CARGO TRUCK



Though it has a heavy carrying capacity, the Cargo Truck has no armor or weapons; therefore, only the directional buttons are functional.

TANK



Each tank carries a 105mm main gun and a protective shell armor.

L2 button

R2 button

R1 button

R1 button+directional button Up

R1 button+directional button Down

⊗ button

Rotate Gun Left

Rotate Gun Right

Combat Cam

Aim Down

Aim Up

Fire Gun

POWERUPS

Sarge automatically picks up any powerups when he runs over them, even in vehicles.

WEAPONS POWERUPS



GRENADES

A full box of Grenades gives Sarge a reason to party. Wield 'em with wild abandon, but know that they are more effective against soft targets. They also offer Sarge a method of indirect fire.



BAZOOKA AND AMMO

This is a nice surprise to come across in the outback, although caution should be exercised when using a Bazooka. It has a medium-sized blast radius.



MORTAR AND AMMO

Just the thing when you need to lay down some indirect suppression fire or clear out an enemy encampment.

POWERUPS (CONT)



FLAMETHROWER AND AMMO

The Flamethrower is an awesome weapon, but its intense heat is a double-edged sword. Using the Flamethrower in heavily forested terrain is not recommended.



MINES

If you are trying to lay a trap for the enemy, nothing is handier than a box of Mines. A full complement of Mines is enough to stop even a Tank in its tracks!



EXPLOSIVES

Perfect for taking out enemy observation posts and guard towers, each Explosives crate contains enough plastic explosive to level a small building.



AUTO RIFLE

The Auto Rifle is a slightly better weapon than Sarge's default rifle, in that it has a faster rate of fire.

POWERUPS (CONT)



RECONNAISSANCE

Reconnaissance helps Sarge determine the lay of the land, and will spot enemy troops for him for ten seconds.



MINESWEEPER

This crate contains one Minesweeper metal detector, which can be used again and again. It will never wear out during the course of a mission.

HEALTH POWERUPS

Health powerups can't be stored; they are used immediately.



MEDICAL PACK

Sarge automatically uses this powerup when he runs over it. It will increase his health to maximum.



MEDICAL KIT

The First Aid powerup restores up to 1/3 of Sarge's health. Not all First Aid powerups contain the same amount of healing potency, however.

3DO CUSTOMER SUPPORT

Web Site

Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site.

Phone

Call (650) 261-3454, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

U.S. Mail

Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

3DO Direct Sales - (800) 336-3506

World Wide Web - <http://www.3do.com>

Customer Support general e-mail address: customer-support@3do.com

Need help progressing through the game? Close to finishing, but need a tip to get you across the line? Call the 3DO Hint Line:
1-900-CALL-3DO (1-900-225-5336)

Calls to the Hint Line cost \$0.99/minute for recorded hints and tips. If you are under 18 years of age, you must get your parents' permission before calling.

THE 3DO COMPANY
End-User License Agreement

IMPORTANT-READ CAREFULLY. IF YOU ARE UNDER THE AGE OF EIGHTEEN (18), PLEASE HAVE A PARENT/GUARDIAN READ THE ENTIRE EULA PRIOR TO USING THE PROGRAM IN ANY MANNER. This End-User License Agreement (the "EULA") is a legal agreement between you, the original consumer purchaser or subsequent transferee of this 3DO software product ("You") and The 3DO Company, a California corporation ("3DO"). As used herein, the term "Program" includes the computer software and associated audiovisual works, the related media, any printed materials, any electronic or "on-line" documentation materials, and any and all copies and derivative works of such software and materials, regarding this 3DO software product. By opening this package, installing and/or using the Program, You accept and agree to abide by all of the terms and conditions of this EULA.

1. LICENSE GRANT. 3DO hereby grants You a non-exclusive, personal license to use the Program solely in accordance with the terms and subject to the conditions of this EULA. The Program incorporates various intellectual property rights, including copyrights, trademarks, trade secrets and other proprietary rights (collectively, the "Intellectual Property Rights"). While You are entitled to own the physical media on which the Program is distributed, 3DO retains all rights, title and interests in and to the computer software and documentation materials comprising the Program and all Intellectual Property Rights embodied therein.

2. RIGHTS AND RESTRICTIONS. The Program is protected by U.S. and foreign copyright laws and international copyright treaties, as well as by other such intellectual property laws and treaties. The Program is licensed (and not sold) to You, and any and all rights not expressly granted to You herein are reserved by 3DO.

- You may use one copy of the Program with your game console. Except as expressly set forth in the user manual for this 3DO software product, the Program may not be shared or otherwise used simultaneously on more than one computer.
- The Program is licensed for use as a single, integrated product. You agree not to separate the component parts of the Program for use in any other application, product or service.
- You agree not to publicly perform, rent, lease, loan, or sublicense the Program (or any portion thereof), or to otherwise provide any third party with access to and/or the opportunity to copy or otherwise use the Program.
- You agree not to adapt or otherwise modify, create any derivative work, or decompile, disassemble, reverse engineer, or otherwise attempt to derive any source code from the Program (or any portion thereof) except and only to the extent that, notwithstanding such restrictions, such activity is expressly permitted by applicable law.
- You may permanently transfer all of your rights under this EULA, provided that (i) You transfer the entire Program, including any and all components thereof and all versions of the Program licensed to You hereunder; (ii) You retain no copy or copies of the Program; and (iii) the transferee agrees to all of the terms and conditions of this EULA.

3. SUPPORT SERVICES. 3DO may provide You with support services relating to the Program (collectively, "Support Services"). Your use of any such Support Services shall be subject to 3DO's then-applicable policies and programs as described in the end-user manual for the Program, in "on-line" documentation (if any), and/or in other such materials published by 3DO. All supplemental computer software and documentation materials, if any, provided by 3DO as part of its Support Services or otherwise shall be considered part of the Program for all intents and purposes and shall be governed by the provisions of this EULA. Any information that You disclose or provide in connection with the Support Services may be used by 3DO for its business purposes, including, but not limited to, product development and support.

4. U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and all components and versions thereof are provided with restricted rights. Use, duplication, or disclosure by the U.S. Government or any U.S. Government subcontractor is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software-Restricted Rights clauses at 48 CFR 52.227-19, as applicable. "Manufacturer", as such term is used therein, is The 3DO Company, 600 Galveston Drive, Redwood City, California, 94063, U.S.A.

5. EXPORT LIABILITY ASSURANCES. You agree that the Program will not be exported outside the United States except as authorized and/or permitted by the laws and regulations of the United States. If You have rightfully obtained the Program outside the United States, You agree not to re-export the Program except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which you obtained the Program.

6. TERMINATION. Without prejudice to any of 3DO's other rights and remedies under applicable law, 3DO may, at its sole discretion, terminate this EULA if You fail to comply with any of the terms or conditions of this EULA. In the event this EULA is terminated, You must destroy all copies of the Program, including, but not limited to, all components and versions thereof licensed to You hereunder.

7. GOVERNING LAW. This EULA shall be governed by and construed under the laws of the State of California, excluding that body of law related to choice of laws, and of the United States of America.

8. ENTIRE AGREEMENT. This EULA constitutes the entire agreement and understanding of the parties relating to the subject matter hereof. If any provision or portion of this EULA is determined by a court of competent jurisdiction to be void, invalid or otherwise unenforceable, such provision or portion shall be deemed deleted from this EULA, while the remaining provisions of this EULA shall continue in full force and effect. No failure or delay by 3DO in exercising any right, power or remedy under this EULA shall operate as a waiver of any such right, power or remedy.

THE 3DO COMPANY LIMITED 90-DAY WARRANTY

The 3DO Company ("3DO") warrants to the original consumer purchaser of this 3DO software product that the compact disc on which the underlying computer program is recorded is free from defects in materials and workmanship under normal, recommended use for ninety (90) days from the date of purchase. The 3DO software program recorded on such a medium is sold on an "as is" basis, without any warranty or condition of any kind, and 3DO shall not be liable for any losses or damage of any kind or nature resulting from the use or inability to use such program.

3DO's entire liability and the original consumer purchaser's exclusive remedy for breach of any warranty (express or implied) shall be, at 3DO's option, either: (a) to replace, free of charge, this 3DO software product, or (b) to return to the original consumer purchaser the price paid for this 3DO software product. The preceding warranty shall not be applicable and 3DO shall not be obligated to replace this 3DO software product or to return any such sum to the original consumer unless this 3DO software product is returned within the 90-day warranty period, postage pre-paid with proof of purchase to The 3DO Company, 600 Galveston Drive, Redwood City, CA 94063, Attn.: Customer Support Dept., and the preceding warranty shall be void if any defect in this 3DO software product arises through accident, negligence, use in any application for which this 3DO software product was not designed or intended, modification without the prior consent of 3DO, any cause external to the product (e.g., heat), or by any other cause unrelated to defective materials or workmanship.

EXCEPT FOR THE LIMITED WARRANTY SET FORTH ABOVE, ALL OTHER REPRESENTATIONS, WARRANTIES, CONDITIONS, TERMS AND OBLIGATIONS, WHETHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE AND/OR NON-INFRINGEMENT REGARDING THIS 3DO SOFTWARE PRODUCT (RELATING TO EITHER THE COMPACT DISC, THE SOFTWARE OR OTHERWISE) ARE EXCLUDED TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW.

3DO neither assumes nor authorizes any other person or entity to assume for 3DO (or any related or affiliated entity) any other liability in connection with this 3DO software product. IN NO EVENT SHALL 3DO BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL (INCLUDING LOSS OF PROFITS), SPECIAL AND/OR OTHER DAMAGES OF ANY KIND OR NATURE RESULTING FROM THE PURCHASE, POSSESSION, USE, OR INABILITY TO USE THIS 3DO SOFTWARE PRODUCT, EVEN IF 3DO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. IN NO EVENT SHALL 3DO'S LIABILITY TO THE ORIGINAL CONSUMER PURCHASER EXCEED THE AMOUNT ACTUALLY PAID FOR THIS 3DO SOFTWARE PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

3DO has endeavored to ensure that the end user manual and promotional materials regarding this 3DO software product accurately reference the product. However, because of ongoing improvements and updating of 3DO software products, 3DO cannot guarantee the accuracy of printed materials after the date of publication, and 3DO disclaims any loss, liability and/or damages, whether in contract, tort or otherwise, arising out of or resulting from the manual and promotional materials, including, without limitation, any loss or liability resulting from changes, errors or omissions with respect to any of such items.



The 3DO Company 600 Galveston Drive, Redwood City, CA 94063

© 1999 the 3DO Company. All Rights Reserved. Army Men, Real Combat, Plastic Men, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U.C. DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



3DO™